

Solution to CSE143X Section #1 Problems

1. One possible solution appears below

```
public class ScoreClient {
    public static void main(String[] args) {
        Score theScore = new Score();
        theScore.recordGame(true);
        theScore.recordGame(true);
        theScore.recordGame(false);
        theScore.recordGame(true);
        theScore.recordGame(true);
        System.out.println("win percent = " + theScore.winPercent());
        System.out.println("score result: " + theScore);
    }
}
```

2. One possible solution appears below.

```
public class Score {
    int games;
    int wins;

    public void recordGame(boolean won) {
        games++;
        if (won) {
            wins++;
        }
    }

    public double winPercent() {
        return wins * 100.0 / games;
    }

    public String toString() {
        return "won " + wins + " out of " + games + " games (" +
            winPercent() + "%)";
    }
}
```